

INFORMATION DISCLOSURE  
CITATION

ATTY. DOCKET NO.

SERIAL NO.

723-957

09/722,380

RECEIVED

AUG 22 2001

APPLICANT

VAN HOOK et al.

AUG 24 2001

(Use several sheets if necessary)

FILING DATE

GROUP

November 28, 2000

2673

Technology Center 2600

## U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
HN	001	6,226,012	5/2001	PRIEM et al.		
HN	002	6,198,488	3/2001	LINDHOLM et al.		
HN	003	6,181,352	1/2001	KIRK et al.		
HN	004	6,173,367	1/2001	ALEKSIC et al.		
HN	005	6,092,124	7/2000	PRIEM et al.		
HN	006	6,057,852	5/2000	KRECH, Jr.		
HN	007	6,037,949	3/2000	DeROSE et al.		
HN	008	6,028,611	2/2000	ANDERSON et al.		
HN	009	6,025,853	2/2000	BALDWIN		
HN	010	6,023,738	2/2000	PRIEM et al.		
HN	011	6,002,409	12/1999	HARKIN		
HN	012	5,999,196	12/1999	STORM et al.		
HN	013	5,969,726	10/1999	RENTSCHLER et al.		
HN	014	5,949,440	9/1999	KRECH, Jr. et al.		
HN	015	5,949,424	9/1999	CABRAL et al.		
HN	016	5,940,086	8/1999	RENTSCHLER et al.		
HN	017	5,920,326	7/1999	RENTSCHLER et al.		
HN	018	5,917,496	6/1999	FUJITA et al.		
HN	019	5,874,969	2/1999	STORM et al.		
HN	020	5,821,949	10/1998	DEERING		
HN	021	5,815,166	9/1998	BALDWIN		
HN	022	5,805,868	9/1998	MURPHY		
HN	023	5,801,716	9/1998	SILVERBROOK		
HN	024	5,801,706	9/1998	FUJITA et al.		
HN	025	5,798,770	8/1998	BALDWIN		
HN	026	5,777,629	7/1998	BALDWIN		
HN	027	5,774,133	6/1998	NEAVE et al.		
HN	028	5,768,629	6/1998	WISE et al.		
HN	029	5,768,626	6/1998	MUNSON et al.		
HN	030	5,764,243	6/1998	BALDWIN		
HN	031	5,758,182	5/1998	ROSENTHAL et al.		
HN	032	5,727,192	3/1998	BALDWIN		
HN	033	5,721,947	2/1998	PRIEM et al.		
HN	034	5,701,444	12/1997	BALDWIN		
HN	035	5,687,357	11/1997	PRIEM		
HN	036	5,608,424	3/1997	TAKAHASHI et al.		
HN	037	5,594,854	1/1997	BALDWIN et al.		
HN	038	5,504,917	4/1996	AUSTIN		

\*Examiner

Date Considered

01/07/2005

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

INFORMATION DISCLOSURE  
CITATION

ATTY. DOCKET NO.

SERIAL NO.

723-957

09/722,380

APPLICANT

VAN HOOK et al.

FILING DATE

November 28, 2000

GROUP

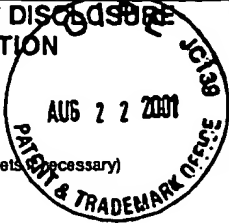
2673

RECEIVED

AUG 24 2001

Technology Center 2600

(Use several sheets if necessary)



## U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
HA	039 5,457,775	10/1995	JOHNSON Jr. et al.			
HA	040 5,421,028	5/1995	SWANSON			
HA	041 5,392,393	2/1995	DEERING			
HA	042 5,392,385	2/1995	EVANGELISTI et al.			
HA	043 5,170,468	12/1992	SHAH et al.			
HA	044 5,136,664	8/1992	BERSACK et al.			
HA	045 4,945,500	7/1990	DEERING			
HA	046 4,914,729	4/1990	OMORI et al.			
HA	047 4,901,064	2/1990	DEERING			
HA	048 4,866,637	9/1989	GONZALEZ-LOPEZ et al.			
HA	049 4,862,392	8/1989	STEINER			
HA	050 4,829,295	5/1989	HIROYUKI			
HA	051 4,725,831	2/1988	COLEMAN			
HA	052 4,658,247	4/1987	GCHARACHORLOO			
HA	053 4,570,233	2/1986	YAN et al.			
HA	054 4,425,559	1/1984	SHERMAN			
HA	055 4,388,620	6/1983	SHERMAN			

## FOREIGN PATENT DOCUMENTS

	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES NO
HA	056 EP 1 081 649	3/2001	EUROPEAN			
HA	057 EP 1 075 146	2/2001	EUROPEAN			
HA	058 EP 1 074 945	2/2001	EUROPEAN			
HA	059 JP 2000-215325	8/2000	JAPAN (w/English Abstract)			
HA	060 JP 2000-207582	7/2000	JAPAN (w/English Abstract)			
HA	061 JP 2000-182077	6/2000	JAPAN (w/English Abstract)			
HA	062 JP 2000-156875	6/2000	JAPAN (w/English Abstract)			
HA	063 JP 2000-149053	5/2000	JAPAN (w/English Abstract)			
HA	064 JP 2000-132706	5/2000	JAPAN (w/English Abstract)			
HA	065 JP 2000-132704	5/2000	JAPAN (w/English Abstract)			
HA	066 JP 2000-92390	3/2000	JAPAN (w/English Abstract)			
HA	067 JP 2000-66985	3/2000	JAPAN (w/English Abstract)			
HA	068 JP 11259678	9/1999	JAPAN (w/English Abstract)			
HA	069 JP 11259671	9/1999	JAPAN (w/English Abstract)			

\*Examiner

Date Considered

01/07/2005

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

INFORMATION DISCLOSURE  
CITATION

ATTY. DOCKET NO.

SERIAL NO.

723-957

09/722,380

APPLICANT

VAN HOOK et al.

FILING DATE

November 28, 2000

GROUP

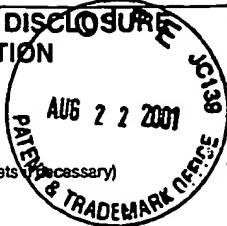
2673

RECEIVED

AUG 24 2001

Technology Center 2600

(Use several sheets if necessary)



## FOREIGN PATENT DOCUMENTS

TRANSLATION

		DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	YES	NO
HN	070	JP 11226257	8/1999	JAPAN (w/English Abstract)				
HN	071	JP 11203500	7/1999	JAPAN (w/English Abstract)				
HN	072	JP 11161819	6/1999	JAPAN (w/English Abstract)				
HN	073	JP 11076614	3/1999	JAPAN (w/English Abstract)				
HN	074	JP 11053580	2/1999	JAPAN (w/English Abstract)				
HN	075	WO 94/10641	5/1994	WIPO				
HN	076	CA 2,070,934	12/1993	CANADIAN				

## OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

HN	077	Photograph of Sony PlayStation II System
HN	078	Photograph of Sega Dreamcast System
HN	079	Photograph of Nintendo 64 System
HN	080	Whitepaper: 3D Graphics Demystified, November 11, 1999, www.nvidia.com
HN	081	Whitepaper: "Z Buffering, Interpolation and More W-Buffering", Doug Rogers, January 31, 2000, www.nvidia.com
HN	082	Whitepaper: Using GL_NV_vertex_array and GL_NV_fence, posted 8/1/2000, www.nvidia.com
HN	083	Whitepaper: Anisotropic Texture Filtering in OpenGL, posted 7/17/2000, www.nvidia.com
HN	084	Whitepaper: Mapping Texels to Pixels in D3D, posted 4/5/2000, www.nvidia.com
HN	085	Whitepaper: Guard Band Clipping, posted 1/31/2000, www.nvidia.com
HN	086	Whitepaper: Cube Environment Mapping, posted 1/14/2000, www.nvidia.com
HN	087	Whitepaper: Color Key in D3D, posted 1/11/2000, www.nvidia.com
HN	088	Whitepaper: Vertex Blending Under DX7 for the GeForce 256, 1/5/2000, www.nvidia.com
HN	089	Whitepaper: Optimizing Direct3D for the GeForce 256, 1/3/2000, www.nvidia.com
HN	090	Whitepaper: Dot Product Texture Blending, 12/3/1999, www.nvidia.com
HN	091	Whitepaper: Technical Brief: AGP 4X with Fast Writes, 11/10/1999, www.nvidia.com
HN	092	Technical Brief: Transform and Lighting, 11/10/1999, www.nvidia.com
HN	093	Technical Brief: What's New With Microsoft DirectX7, posted 11/10/1999, www.nvidia.com
HN	094	Mitchell et al., "Multitexturing in DirectX6", Game Developer, September 1998, www.gdmag.com
HN	095	VisionTek, "GeForce2 GS Graphics Processing Unit", ©2000 www.visiontek.com
HN	096	Jim Bushnell et al. "Advanced Multitexture Effects With Direct3D and OpenGL", Pyramid Peak Design & ATI Research, Inc., GameDevelopers Conference, ©1999
HN	097	Sony PlayStation II Instruction Manual, Sony Computer Entertainment Inc., ©2000
HN	098	Stand and Be Judged, Next Generation, May 2000
HN	099	PlayStation II: Hardware Heaven or Hell?, Next Generation, January 2000
HN	100	Chris Charla, "Play Station II: The Latest News", Next Generation, September 1999
HN	101	"First PlayStation II Gameplay Screens Revealed!", Next Generation, September 1999
HN	102	Game Enthusiast Online Highlights, March 18, 1999
HN	103	Game Enthusiast Online Highlights, March 19, 1999
HN	104	Game Enthusiast Online Highlights, March 17, 1999
HN	105	Game Enthusiast Online Highlights, October 20, 1999
HN	106	Joel Easley, "PlayStation II Revealed", Game Week, September 29, 1999

\*Examiner

Date Considered

01/07/2005

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

INFORMATION DISCLOSURE  
CITATION

ATTY. DOCKET NO.

SERIAL NO.

723-957

09/722,380

APPLICANT

VAN HOOK et al.

FILING DATE

November 28, 2000

GROUP

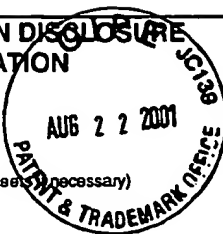
2673

RECEIVED

AUG 24 2001

Technology Center 2600

(Use several sheets if necessary)



OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

107	Inside Sony's Next Generation Playstation, ©1999
108	Press Releases, March 18, 1999
109	Chris Johnston, "PlayStation Part Deux", Press Start, ©1999
110	Nikkei Shimbun, "Sony Making SME, Chemical and SPT into Wholly-Owned Subsidiaries", March 9, 1999
111	AM News: Japanese Developers Not All Sold on PS2, Next Generation, March 16, 1999
112	Sony To Turn PlayStation Maker Into Wholly Owned Unit-Nikkei, Dow Jones News Service, March 8, 1999
113	Yumiko Ono, Sony Antes Up Its Chips In Bet On New Game System, Dow Jones News Service, March 4, 1999
114	MacWeek.Com Gets Inside Story on Connectix VGS for Windows; Controversial Emulator of Sony PlayStation Games Cureently Available for Macs Only, Business Wire, March 12, 1999
115	"DexDrive Bridges Gap", The Tampa Tribune, March 12, 1999
116	A Microprocessor With a 128b CPU, 10 Floating-Point MAC's, 4 Floating-Point Dividers, and an MPEG2 Decoder, 1999 IEEE International Solid-State Circuits Conference, February 16, 1999
117	Dreamcast Instruction Manual, Sega Enterprises, Ltd., ©1998
118	"Sega To Launch Video Camera for Dreamcast", Reuters Business News, February 16, 2000
119	David Pescovitz, "Dream On", Wired, August 1999
120	Randy Nelson, "Dreamcast 101: Everything You Ever Wanted To Know About Sega's Powerful New Console", Official Sega Dreamcast Magazine, June 1999
121	2D/3D Graphics Card User Manual, Guillemot ©1999
122	Nintendo 64 Instruction Booklet, Nintendo of America, 1998
123	Steven Levy, "Here Comes PlayStation II", Newsweek, March 6, 2000
124	David Sheff, "Sony Smackage: Test Driving The PlayStation II", Wired, November 1999
125	Introducing The Next Generation PlayStation, Sony Computer Entertainment Inc., ©1999
126	Leadtek GTS, August 3, 2000, www.hexus.net
127	Voodoo 5 5500 Review, July 26, 2000, www.hexus.net
128	ATI Radeon 64 Meg DDR OEM, August, 19, 2000, www.hexus.net
129	Microsoft Xbox - The Future of Gaming, Microsoft Xbox Performance Sheet, www.xbox.com
130	Robert L. COOK, "Shade Trees", Computer Graphics, Vol. 18, No. 3, July 1984
131	WANG et al., "Second-Depth Shadow Mapping", Department of Computer Science, Univ. N.C, Chapel Hill, N.C. pp. 1-7
132	PEERCY et al., "Efficient Bump Mapping Hardware", Computer Graphics Proceedings, Annual Conference Series, 1997
133	Gustavo OLIVEIRA, "Refractive Texture Mappig, Part One", www.gamasutra.com, November, 10, 2000
134	John SCHLAG, "Fast Embossing Effects on Raster Image Data, Graphics Gems IV, Edited by Paul S. Heckbert, Computer Science Department, Carnegie Mellon University, Academic Press, Inc., 1994, pp.433-437
135	James F. BLINN, "Simulation of Wrinkled Surfaces," Caltech/JPL, pp. 286-292, SIGGRAPH 78 (1978)
136	Tomas MÖLLER and Eric HAINES "Real-Time Rendering", AK Peters, Ltd., ©1999, pp. 127-142
137	Technical Presentation: Vertex Buffers, posted 6/12/2000, www.nvidia.com
138	Technical Presentation: Hardware Transform and Lighting, www.nvidia.com, posted 6/12/2000
139	Technical Presentation: Hardware Bump-mapping Choices and Concepts, 6/07/2000, www.nvidia.com
140	Technical Presentation: How to Bump Map a Skinned Polygonal Model, 6/7/2000, www.nvidia.com
141	Technical Presentation: Computations for Hardware Lighting and Shading, 3/17/2000, www.nvidia.com

Examiner

Date Considered

01/07/2001

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

INFORMATION DISCLOSURE  
CITATION

ATTY. DOCKET NO.

SERIAL NO.

723-957

09/722,380

RECEIVED

APPLICANT

VAN HOOK et al.

AUG 24 2001

FILING DATE

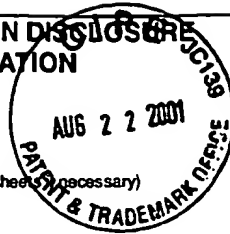
November 28, 2000

GROUP

2673

Technology Center 2600

(Use several sheets if necessary)



OTHER DOCUMENTS (Including Author, Title, Date, Pertinent pages, etc.)

142	Technical Presentation: Practical Bump-mapping for Today's GPUs, 3/17/2000 www.nvidia.com
143	Technical Presentation: Shadows, Transparency, & Fog, 3/17/2000 www.nvidia.com
144	Technical Presentation: GeForce 256 Register Combiners, 3/17/2000, www.nvidia.com
145	Technical Presentation: TexGen & The Texture Matrix, 3/15/2000 www.nvidia.com
146	Technical Presentation: Toon Shading, 3/15/2000, www.nvidia.com
147	Technical Presentation: D3D 7 Vertex Lighting, 3/15/2000, www.nvidia.com
148	Technical Presentation: Per-Pixel Lighting (by S. Dietrich) 3/14/2000 www.nvidia.com
149	Technical Presentation: GeForce 256 and RIVA TNT Combiners, 12/8/1999, www.nvidia.com
150	Technical Presentation: Vertex Cache Optimization, 11/12/1999, www.nvidia.com
151	Technical Presentation: Vertex Blending, 11/12/1999, www.nvidia.com
152	Technical Presentation: Hardware Transform and Lighting, 11/12/1999, www.nvidia.com
153	Technical Presentation: GeForce 256 Overview, 11/12/1999, www.nvidia.com
154	Technical Presentation: DirectX 7 and Texture Management, 11/12/1999 www.nvidia.com
155	Technical Presentation: Dot Product Lighting, 11/12/1999, www.nvidia.com
156	Technical Presentation: Texture Coordinate Generation, 11/3/1999, www.nvidia.com
157	Technical Presentation: Phong Shading and Lightmaps, 11/3/1999, www.nvidia.com
158	Technical Presentation: The ARB_multitexture Extension, 11/3/1999 www.nvidia.com
159	Technical Presentation: Multitexture Combiners, 11/3/1999, www.nvidia.com
160	Technical Presentation: Emboss Bump Mapping, 11/3/1999, www.nvidia.com
161	Technical Presentation: Hardware Accelerated Anisotropic Lighting, 11/3/1999 www.nvidia.com
162	Technical Presentation: Guard Band Clipping, 11/3/1999, www.nvidia.com
163	The RenderMan Interface, Stephan R. Keith, Version 3.1, Pixar Animation Studios, September 1989
164	The RenderMan Interface, Version 3.2, Pixar Animation Studios, July 2000, www.pixar.com
165	NVIDIA Product Overview, "GeForce2Ultra", NVIDIA Corporation, 8/21/00, www.nvidia.com
166	Duke, "Dreamcast Technical Specs", Sega Dreamcast Review, Sega, 2/99, www.game-revolution.com
167	Marlin Rowley, "GeForce 1 & 2 GPU Speed Tests", 5/11/2000, www.g256.com
168	"Dreamcast: The Full Story", Next Generation, September 1998

OTHER REFERENCE ON SEPARATE CD:

169	DirectX 7.0 Programmer's Reference, Microsoft Corporation, 1995-1999 (as part of the DirectX 7.0 SDK on the Companion CD included with "Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999)
-----	---

TEXTBOOK REFERENCES:

170	"Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999
171	"OpenGL Programming Guide, The Official Guide to Learning OpenGL, Release 1", Jackie Nieder, Tom David, Mason Woo, Addison-Wesley Publishing Co., 1993
172	"Procedural Elements for Computer Graphics," Second Edition, David F. Rogers, McGraw Hill, 1998
173	"Real-Time Rendering," Tomas Molleir, Eric Haines, AK Peters, 1999
174	"Computer Graphics, Principles and Practice," Second Edition, The Systems Programming Series, Foley, van Dam, Fiener, Hughes, Addison Wesley, 1990
175	"Principles of Three-Dimensional Computer Animation", "Revised Edition, Michael O'Rourke, W.W. Norton & Company, 1998

Examiner

Date Considered

01/07/2005

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

**This Page is Inserted by IFW Indexing and Scanning  
Operations and is not part of the Official Record**

**BEST AVAILABLE IMAGES**

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images include but are not limited to the items checked:

- ☒ **BLACK BORDERS**
- ☐ **IMAGE CUT OFF AT TOP, BOTTOM OR SIDES**
- ☐ **FADED TEXT OR DRAWING**
- ☐ **BLURRED OR ILLEGIBLE TEXT OR DRAWING**
- ☐ **SKEWED/SLANTED IMAGES**
- ☐ **COLOR OR BLACK AND WHITE PHOTOGRAPHS**
- ☐ **GRAY SCALE DOCUMENTS**
- ☐ **LINES OR MARKS ON ORIGINAL DOCUMENT**
- ☐ **REFERENCE(S) OR EXHIBIT(S) SUBMITTED ARE POOR QUALITY**
- ☐ **OTHER:** \_\_\_\_\_

**IMAGES ARE BEST AVAILABLE COPY.**

**As rescanning these documents will not correct the image problems checked, please do not report these problems to the IFW Image Problem Mailbox.**